TRAVELS WITH ZA-ZOOM

THE UNITED STATES

This edition of Focus Media's *Travels With Za-Zoom* was designed especially for the Hesa Educational Software Library. Focus Media's programs have received many excellent reviews and have won numerous awards. *Travels With Za-Zoom* won a *Media & Methods* Award for Excellence in Education in 1985.

Focus Media has been supplying schools with high quality software and audiovisuals since 1979. The company is especially known for its strong line of science, social studies, language arts, and math titles on both the elementary and secondary levels.

Focus Media is especially proud to be a part of the Hesa Educational Software Library, and we congratulate you on your participation in this fine program.

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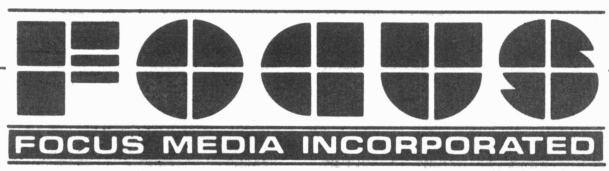

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IBM Users: Please note that any references in this manual to the "RETURN" key are for Apple users. IBM users would use the "ENTER" key at these points in the program.

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Introduction

Imagine your children sitting in their room hard at work on some homework. Their minds wander for a bit. As they glance out the window, something on the horizon catches their attention. Suddenly, hovering right outside the window, on a flying carpet, sits *Za-Zoom,* the Geography Genie. Your children won't be able to resist the lure of hopping aboard and, with this fascinating genie, learning about the states of the United States.

By using a single-keystroke menu of clue choices, your child will be able to gather information he/she finds most helpful about a state and make an identification. *Travels with Za-Zoom* helps to change dry, old geography facts into interesting pieces of puzzles your child will want to solve over and over again.

As a learning tool, *Travels with Za-Zoom* operates on two important educational levels. The first and most obvious level is that of simple identification; the child accumulates facts about many of the states and uses those facts to arrive at an identification. During this process, he/she may gather information about the state's geography and customs.

At a deeper level, the child is exposed to processes that involve selective and highly deductive thinking. Because the child is encouraged to identify the state using as few clues as possible, he/she must become a critical thinker and evaluate the information carefully in order to minimize the number of options used. In some cases, states may be identified with only a few facts. In other cases, many facts may have to be uncovered in order to separate two or more states. The careful choice of clues and analysis of information are important parts of the program, serving to foster discriminatory and analytical thinking.

Because performance is evaluated on a scale from "Traveler-First Class" to "Beginner," the child can use the program many times in the pursuit of a higher rating. Each time the program is used, important facts about the states are reinforced.

How to Play

The *Travels with Za-Zoom: The United States* disk presents 20 states per game. The game menus randomly draw from all of the 50 states, so this disk contains a total of 1,500 items of data.

The first screen that you will see when the disk is "booted" is the title screen. Next, a series of screens will appear that explain the program. Finally, a Menu will appear that lists the places where trips can be taken.

You can choose any one of three trips from this Menu.

<1> THE EASTERN STATES
<2> THE WESTERN STATES
<3> ANYWHERE IN THE U.S.

After choosing one of the above, you are asked to enter the difficulty level for which your trip is planned. Clues on the easier level are fairly direct. Clues on the more difficult level may include plays on words or allusions to lesser known facts.

Each identification is in the form of a "round." During each round, a menu, or list of choices, appears that will allow the student to examine various aspects of the state visited.

Here are your choices:

<1>	I look around. I see...
<2>	The weather is...
<3>	I see an animal. It is...
<4>	The plants around me are...
<5>	People around me are...
<6>	Some people are eating...
<7>	Many folks are wearing...
<8>	The unusual thing over there is...
<Z>	I want to ask Za-Zoom a question.
<R>	I want to Review the information.
<N>	I'm ready to Name the State.
<G>	I Give up, Za-Zoom. Tell me.

The Choices Explained

- Choices <1> through <8> will give a clue in the area chosen. Each clue will cost one Investigation Point.

- < Z > I want to ask Za-Zoom a question.

  Pressing the < Z > key will cause a set of additional clue options to appear on the screen as follows:

  <1> Tell me the Region of the U.S.
  <2> Tell me the Longitude.
  <3> Tell me the Latitude.
  <4> How about a City?
  <5> Name a Bordering State.
  <6> Name a River or Body of Water.
  <7> May I have a Mystery Clue?

  By pressing the keys from <1> to <7>, you are provided with the information requested. There is a penalty, however; information from Za-Zoom costs **three** Investigation Points instead of the usual **one**.

- < R > I want to Review the information.

  With this choice, all the information uncovered so far will be displayed at one time on the screen. There are no investigation points added to the score if this option is chosen.

- < N > I'm ready to Name the State.

  When you decide to attempt to name the state, the < N > key must be pressed. At this point, several states will be listed. You need only to move the cursor next to your choice and press the <RETURN> key. If the answer is correct, the round is over; however, if a wrong answer is chosen, a 5-point penalty is scored.

- <G> I Give up. Tell me, Tunnel Master.

  If the student is unable to identify the state, the <G> key can be pressed to "give up" to theTunnel Master. When this option is chosen, the Tunnel Master identifies the state, the round is over, and a 15-point penalty is scored.

Scoring

Each time clues are requested by the player, Investigation Points are added to his/her score. This total appears at the upper right of the screen. The object of the game is to identify each state while accumulating as few Investigation Points as possible.

Scoring is counted as follows:

(a) 1 point: Each time an option is chosen from the list of clue choices (except <R>), one Investigation Point is added to the student's total.

(b) 3 points: This is the penalty for requesting information from Za-Zoom. Any time option < Z > is chosen, three Investigation Points are added instead of the usual one.

(c) 5 points: Any time a state is guessed incorrectly, five Investigation Points are added to the student's total.

(d) 15 points: If the student gives up to Za-Zoom (option <G>), the name of the state is revealed and fifteen Investigation Points are added to the student's total.

The player's score is evaluated each time a round ends. At both levels, the activity can continue until all states have been attempted. If this happens, the program will automatically update the player's score, evaluate his/her achievement, and end.

A special randomizing feature of the game ensures that the states will always appear in an unpredictable order, so that the child faces a new challenge each time the program is used.